WEST Search History

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DATE: Thursday, March 31, 2005

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		DB=PGPB,USPT; PLUR=YES; OP=OR	
☐	L4	l1 and retained same mode$1	5
☐	L3	L1 and retained same mod$3 and pipeline and level$1 and temporary same storage	0
☐	L2	L1 and retained same mod$3 and pipeline and level$1 and allocation and temporary same storage	0
☐	L1	345/426.ccls.	587

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☐	L9	(345/426.ccls. and retained same mod$3 and pipeline and level$1 and temporary same storage)	0
☐	L8	(retained same mode and level same appearance and temporary same stor$3 and allocat$3 and traverse)	6
☐	L7	(345/426.ccls. and retained same mod$3 and pipeline and level$1 and temporary same storage)	0
☐	L6	(345/426.ccls. and retained same mod$3 and pipeline and level$1 and allocation and temporary same storage)	0
☐	L5	L4 and temporary same storage	3
☐	L4	Duluk.inv.	34
☐	L3	temporary and storage and allocate and statictical	0
	DB=USPT; PLUR=YES; OP=OR		
☐	L2	L1 and temporary and storage and allocate and statictical	0
☐	L1	Duluk.inv.	30

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☐	L17	retained near mod$3 and higher same level$1 and appearance and temporary same storage and pipeline	1
☐	L16	retained near mod$3 and higher same level$1 same appearance and temporary same storage and pipeline	0
☐	L15	L14 and temporary same storage	0
☐	L14	retained same mode and level same appearance and temporary same stor$3 and allocat$3 and traverse and pipeline	2
☐	L13	retained same mode and level same appearance and temporary same stor$3 and allocat$3 and traverse	6
☐	L12	retained same mode and level same appearance and temporary same stor$3 and allocat$3	14
☐	L11	L10 and graph and scene and image	6
☐	L10	retained same mode and appearance and higher same level$1 and temporary same stor$3 and allocat$3	44
☐	L9	L8 and pipeline and scene same graph	5
☐	L8	L7 and image and scene and higher same level$1	77
☐	L7	retain$3 same mode and temporary same stor$3 and appearance and traver$3	134
☐	L6	l5 and retain$3 same mode and temporary same stor$3	0
☐	L5	345/543.ccls.	139
☐	L4	345/506.ccls.	276
☐	L3	345/440.ccls.	899
☐	L2	345/428.ccls.	455
☐	L1	345/420.ccls.	746

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Terms used
retained mode and **temporary storage higher level appearance**

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Relevance scale

1 Interactive multi-pass programmable shading

Mark S. Peercy, Marc Olano, John Airey, P. Jeffrey Ungar

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(5.99 MB) Additional Information: full citation, abstract, references, citings, index terms

Programmable shading is a common technique for production animation, but interactive programmable shading is not yet widely available. We support interactive programmable shading on virtually any 3D graphics hardware using a scene graph library on top of OpenGL. We treat the OpenGL architecture as a general SIMD computer, and translate the high-level shading description into OpenGL rendering passes. While our system uses OpenGL, the techniques described are applicable to any retained mode i ...

Keywords: OpenGL, graphics hardware, graphics systems, illumination, interactive rendering, languages, multi-pass rendering, non-realistic rendering, procedural shading, programmable shading, rendering, texture mapping, texture synthesis

2 Large meshes and GPU programming: Shader algebra

Michael McCool, Stefanus Du Toit, Tiberiu Popa, Bryan Chan, Kevin Moule

August 2004 **ACM Transactions on Graphics (TOG)**, Volume 23 Issue 3

Full text available: pdf(355.37 KB) Additional Information: full citation, abstract, references, citings, index terms

An algebra consists of a set of objects and a set of operators that act on those objects. We treat shader programs as first-class objects and define two operators: connection and combination. Connection is functional composition: the outputs of one shader are fed into the inputs of another. Combination concatenates the input channels, output channels, and computations of two shaders. Similar operators can be used to manipulate streams and apply computational kernels expressed as shaders to strea ...

Keywords: graphics hardware, real-time rendering, shader programming

Results 1 - 2 of 2